## Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 10814263 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE \_\_\_\_ SMALL ENTITY **TOTAL CLAIMS** 18 RATE FEE RATE FEE FOR BASIC FEE NUMBER FILED. NUMBER EXTRA 385.00 BASIC FEE 770.00 OR TOTAL CHARGEABLE CLAIMS minus 20= XS 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL 39 OR TOTAL **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY (Column 1) (Column 2) (Column 3) OR SMALL ENTITY CLAIMS HIGHEST ADDI-ADDI-⋖ REMAINING NUMBER PRESENT AMENDMENT RATE TIONAL RATE **AFTER** TIONAL **PREVIOUSLY** EXTRA AMENDMENT PAID FOR FEE FEE 20 Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR TOTAL TOTAL OR ADDIT FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT AMENDMENT RATE TIONAL **AFTER PREVIOUSLY** RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-REMAINING ADDI-NUMBER PRESENT AMENDMENT **AFTER PREVIOUSLY** RATE TIONAL TIONAL **EXTRA** RATE PAID FOR AMENDMENT FEE FEE Total Minus \*\* X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

OR

+290=

ADDIT. FEE

TOTAL

+145=

ADDIT. FEE

TOTAL

If the entry in column 1 is less than the entry in column 2, write "o" in column 3.

<sup>\*\*</sup> If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." \*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."